MOONBEAM SOFTWARE

Superior software for the TI-99/4 (A)
Home Computer*

MOONBEAM EXPRESS

Defend your cargo ship from hostile enemy fighters on your supply mission to the outpost located deep in Quadrant 9!

X-BASIC, $19.95

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If you happen to accidentally erase your program, return it to MOONBEAM SOFTWARE in its original package with a copy of your bill of sale and it will be rerecorded and returned to you FREE OF CHARGE.

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INTRODUCTION

As captain of the only vessel within range, you must defend Quadrants 1 through 9 from the aggressive enemy fighters that have come from the neighboring Galaxy. Though your ship is only a cargo ship, and though the enemy fighters are faster and more manouverable, your fire power is stronger and your ship can withstand more of a beating...

Can you make it through all 9 quadrants and eliminate the enemy? Can you plan your mission with enough strategy so that you do not run out of fuel? Will the enemy fighters shoot you down...

LOADING THE GAME

CASSETTE VERSION: Place the cassette in CS1 and from EXTENDED BASIC enter OLD CS1 and follow the instructions on the screen. When the cursor reappears enter RUN.DISKETTE VERSION: Place the disk in DSK1 and from EXTENDED BASIC enter RUN "DSK1.KEYBOARD" or RUN "DSK1.JOYSTICK". (PLEASE NOTE: When operating with a DISK SYSTEM and you DO NOT have the 32K MEMORY, you must first enter CALL FILES(1) and NEW before running this program.)

RANKING SYSTEM

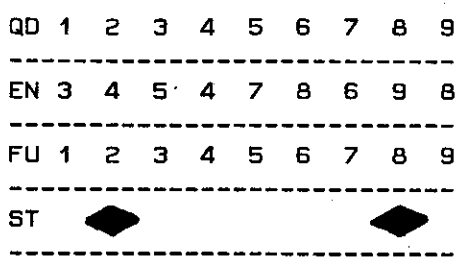
At the end of each game you will be given a ranking depending on how many enemies destroyed, how many shots you fired, and how many enemies left. Each rank has 5 classes, with Class 1 being highest, Class 5 being lowest. The ranks are as follows: COMMANDER, CAPTAIN, WARRIOR, PILOT, and SPACE MONKEY.

YOUR CONTROLS

C.....Activates your Command Control Computer
F.....Activates your fueling station link
R.....Activates your short range scanner

JOYSTICK VERSION: Use Joystick #1 to manouver your ship and press the FIRE BUTTON to shoot.
KEYBOARD VERSION: Use the four ARROW KEYS (ESDX) to manouver your ship and press ENTER to shoot.

Command Control Computer:



The above chart indicates as follows:

QD indicates the quadrants.
EN indicates the number of enemy ships in the quadrant.
FU indicates how much fuel in THOUSANDS it will take to get to a particular quadrant.
ST indicates where the fueling stations are, the yellow fueling station containing 10000 units of fuel and the red fueling station containing 5000 units and the capability of doing temporary repairs.

PLAYING THE GAME

As the game begins, you will be looking through the MAIN SCOPE of your cockpit. You will be in Quadrant 0, with 10,000 units of fuel. In order to advance to another Quadrant, you MUST press "C" to activate your Command Control Computer. Using the chart, you can plan your mission according to how much fuel you will use to get to and from Quadrants, how many enemies there are in each quadrant, and when it would be best to refuel.

COMBAT: When you enter a new Quadrant, you will be attacked by enemy fighters. You must manouver your ship so that the enemies line up in the center of your scope where you can blow them away when you fire your phazers. Pressing "R" during combat will activate your short range scanner which will display at the top of your screen how many enemies there are in the Quadrant, and how many are in range.

REFUELING: If there are no enemy fighters in a Quadrant, you can press "F" and your fuel link will be displayed. If there is a fueling station in range, it will appear on your screen, and using your controls, line it up in the center of the link, where the fuel transfer will automatically take place.

ASTEROIDS: You may occasionnally encounter a wave of asteroids which will inflict great damage if you do not blast them before they hit your ship...

END OF THE GAME: The game will end if you are successful and destroy ALL of the enemies in the Quadrants. However, your mission may automatically ABORT if you use to much fuel or your ship receives heavy damage.